

Welcome to IEEE Xplore®

- ☐ Home
- ☐ What Can I Access?
- ☐ Log-out

Your search matched **1** of **903905** documents.A maximum of **1** results are displayed, **50** to a page, sorted by **Relevance** in **descending** order.

You may refine your search by editing the current search expression or entering a new one in the text box.

Tables of Contents

- ☐ Journals & Magazines
- ☐ Conference Proceedings
- ☐ Standards

Then click **Search Again**.

Search

Results:

Journal or Magazine = **JNL** Conference = **CNF** Standard = **STD**

- ☐ By Author
- ☐ Basic
- ☐ Advanced

Member Services

- ☐ Join IEEE
- ☐ Establish IEEE Web Account
- ☐ Access the IEEE Member Digital Library

1 An execution-backtracking approach to debugging*Agrawal, H.; De Millo, R.A.; Spafford, E.H.;*

IEEE Software , Volume: 8 Issue: 3 , May 1991

Page(s): 21 -26

[\[Abstract\]](#) [\[PDF Full-Text \(528 KB\)\]](#) **IEEE JRN** Print Format

[Home](#) | [Log-out](#) | [Journals](#) | [Conference Proceedings](#) | [Standards](#) | [Search by Author](#) | [Basic Search](#) | [Advanced Search](#)
[Join IEEE](#) | [Web Account](#) | [New this week](#) | [OPAC Linking Information](#) | [Your Feedback](#) | [Technical Support](#) | [Email Alerting](#)
[No Robots Please](#) | [Release Notes](#) | [IEEE Online Publications](#) | [Help](#) | [FAQ](#) | [Terms](#) | [Back to Top](#)

Copyright © 2002 IEEE — All rights reserved



Welcome to IEEE Xplore®

- ☐ Home
- ☐ What Can I Access?
- ☐ Log-out

Tables of Contents

- ☐ Journals & Magazines
- ☐ Conference Proceedings
- ☐ Standards

Search

- ☐ By Author
- ☐ Basic
- ☐ Advanced

Member Services

- ☐ Join IEEE
- ☐ Establish IEEE Web Account
- ☐ Access the IEEE Member Digital Library

Print Format

Your search matched **18** of **903905** documents.A maximum of **18** results are displayed, **25** to a page, sorted by **Relevance** in **descending** order.

You may refine your search by editing the current search expression or entering a new one in the text box.

Then click **Search Again**.

(((debug*)and (checkpoint)) and ((1990 <in> py) or (1991 <in> py) or (1992 <in> py) d

Results:Journal or Magazine = **JNL** Conference = **CNF** Standard = **STD****1 Causal distributed breakpoints***Fowler, J.; Zwaenepoel, W.;*

Distributed Computing Systems, 1990. Proceedings., 10th

International Conference on , 28 May-1 Jun 1990

Page(s): 134 -141

[\[Abstract\]](#) [\[PDF Full-Text \(600 KB\)\]](#) **IEEE CNF****2 The EVE companion simulator***Beece, D.K.; Damiano, R.; Papp, G.; Schoen, R.;*

Design Automation Conference, 1990. EDAC. Proceedings of the

European , 12-15 Mar 1990

Page(s): 290 -295

[\[Abstract\]](#) [\[PDF Full-Text \(520 KB\)\]](#) **IEEE CNF****3 Critical-path-based message logging for incremental replay of message-passing programs***Netzer, R.H.B.; Subramanian, S.; Jian Xu;*

Distributed Computing Systems, 1994., Proceedings of the 14th

International Conference on , 21-24 Jun 1994

Page(s): 404 -413

[\[Abstract\]](#) [\[PDF Full-Text \(848 KB\)\]](#) **IEEE CNF****4 Units for computation in fault-tolerant distributed systems***Ahuja, M.; Mishra, S.;*

Distributed Computing Systems, 1994., Proceedings of the 14th

International Conference on , 21-24 Jun 1994

Page(s): 626 -633

[\[Abstract\]](#) [\[PDF Full-Text \(728 KB\)\]](#) **IEEE CNF**

5 The performance of consistent checkpointing in distributed shared memory systems

Cabillic, G.; Muller, G.; Puaut, I.;

Reliable Distributed Systems, 1995. Proceedings., 14th Symposium on , 13-15 Sep 1995

Page(s): 96 -105

[\[Abstract\]](#) [\[PDF Full-Text \(976 KB\)\]](#) **IEEE CNF**

6 Maximum and minimum consistent global checkpoints and their applications

Yi-Min Wang;

Reliable Distributed Systems, 1995. Proceedings., 14th Symposium on , 13-15 Sep 1995

Page(s): 86 -95

[\[Abstract\]](#) [\[PDF Full-Text \(820 KB\)\]](#) **IEEE CNF**

7 Performance analysis of task migration in a portable parallel environment

Ramkumar, B.; Chillariga, G.;

Parallel Processing, 1996., Proceedings of the 1996 International Conference on , Volume: 3 , 12-16 Aug 1996

Page(s): 191 -198 vol.3

[\[Abstract\]](#) [\[PDF Full-Text \(808 KB\)\]](#) **IEEE CNF**

8 Replaying distributed programs without message logging

Netzer, R.H.B.; Xu, Y.;

High Performance Distributed Computing, 1997. Proceedings. The Sixth IEEE International Symposium on , 5-8 Aug 1997

Page(s): 137 -147

[\[Abstract\]](#) [\[PDF Full-Text \(1008 KB\)\]](#) **IEEE CNF**

9 An efficient incremental algorithm for identifying consistent checkpoints

Loon-Been Chen; I-Chen Wu;

Parallel and Distributed Systems, 1998. Proceedings., 1998

International Conference on , 14-16 Dec 1998

[> home](#) [> about](#) [> feedback](#) [> login](#)

US Patent & Trademark Office

Search Results

Search Results for: [feldman and brown and Igor]
Found 7 of 105,557 searched. → Rerun within the Portal

Search within Results

[> Advanced Search](#) [> Search Help/Tips](#)

Sort by: Title Publication Publication Date Score Binder

Results 1 - 7 of 7 short listing

1 Real-time, concurrent checkpoint for parallel programs 77%

K. Li , J. F. Naughton , J. S. Plank

ACM SIGPLAN Notices , Second ACM SIGPLAN symposium on Principles
& practice of parallel programming February 1990
Volume 25 Issue 3

We have developed and implemented a checkpointing and restart algorithm for parallel programs running on commercial uniprocessors and shared-memory multiprocessors. The algorithm runs concurrently with the target program, interrupts the target program for small, fixed amounts of time and is transparent to the checkpointed program and its compiler. The algorithm achieves its efficiency through a novel use of address translation hardware that allows the most time-consuming operations of the c ...

2 Supporting reverse execution for parallel programs 77%

Douglas Z. Pan , Mark A. Linton

ACM SIGPLAN Notices , Proceedings of the 1988 ACM SIGPLAN and SIGOPS workshop on Parallel and distributed debugging November 1988
Volume 24 Issue 1

Parallel programs are difficult to debug because they run for a, long time and two executions may yield different results. Reverse execution, is a simple and powerful concept that solves both these problems. We are designing a tool for debugging parallel programs, called Recap, that provides the illusion of reverse execution using checkpoints and event recording and playback. During normal